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Atari Online News, Etc.  
A-ONE Online Magazine  
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A-ONE #0121

07/23/99

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"Saying it like it is!"

It's been really humid the past couple of days and this weather just doesn't agree with me. It's difficult to sit here in a sauna-like study working diligently putting A-ONE together with perspiration dripping from every pore! So, I'll be mellow this week with no provocative editorials or awe-inspiring tales of yard work. <q>

Until next time...

R.I.P.

John Fitzgerald "John-John" Kennedy, Jr.

Salute!

For Immediate Release

## Atari STuff Summer Giveaway Continues!

The Atari STuff website is giving away free Atari hardware and software every month this summer.

July: 520Ste with 4MB RAM and ICD AdSpeedSTe. Winner was Chris Green of Tampa, FL. Congratulations, Chris!

August: NEC 1X Compact External SCSI CD-ROM Reader. Comes with cable and software (ExtenDOS Pro) for use with Atari Falcon030. Add the ability to read standard CD-ROMs to your Falcon. Drawing to be held on August 15, 1999.

September: Vidi-ST and Vidi-Chrome hardware and software for the Atari ST/STe. Do live video grabs at 320x200x16 greyscale or color stills at 320x200x512 on an ST or 320x400x4096 on an STe. Drawing to be held on September 15, 1999.

To enter, visit the Atari STuff website at <http://www.cheek.org/atari> and look for "Click Here to Enter Giveaway!" Drawings are held on the 15th of each month. A winner will be chosen from entries received during the previous 30 days. Merchandise is provided on an "AS IS" basis and is shipped free within the United States by US Mail. Extra postage, fees, taxes, or other expenses are the responsibility of the winner. One entry per month per person, please.

Troy H. Cheek, Webmaster of Atari STuff  
<http://www.cheek.org/atari.htm>

atari@cheek.org

Atari ST/TT/Falcon "Ultimate Virus Killer 2000" Support Site

From: Richard Karsmakers <richard@fortysecond.net>

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.

There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at <http://uvk.atari.org>.

PRESS RELEASE  
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July 20, 1999

PLAINVILLE, CT

It was announced today that there will be a SETI@home group composed of current and former Atari 8/16/32 bit computer users for the purpose of analyzing radio telescope data for signs of possible signals from an extraterrestrial intelligence.

SETI@home is a unique concept in the world of science. SETI (Search for Extraterrestrial Intelligence) research has been hampered not by the ability to collect data, but by the paucity of computing power to analyze the data generated.

SETI@home links hundreds of thousands of personal computers around the world into what is, for all intents and purposes, the largest super-computer in existence. Using the computing power of these personal computers to analyze SETI data for the next two years, the project breaks new ground in the scientific community's use of the internet.

Each personal computer runs a program to analyze SETI data, which downloads the data from the internet, analyzes it, sends the results back via the internet, and retrieves another batch of data to analyze.

While there is currently no version of this software for Atari computers, many within the Atari community share a keen interest in this research and have put their PCs or Macs to work for the project.

Team Atari is a group within the SETI@home project composed of some of these users, and has to date dedicated more than 4500 hours of CPU time to the project.

According to Team Atari founder Joe Mirando, "Atari users, both past and present, are exactly the kind of people who are drawn to this type of project. Not only is there a chance of answering the question of whether we are alone in the cosmos or simply one island community in a vast sea

of life, but it is also at the forefront of computing 'philosophy'. We've known for years that multiple CPUs would be a good way to tackle large amounts of data that require intense analysis or calculation, but the implementation has been difficult."

"With the arrival of this project," continues Mirando, "the scientific community and the computing world at large will be able to see the benefits of internet computing and how large, complex problems can be parceled out to individual remote computers to achieve results that rival or surpass anything that even the most advanced 'traditional' super-computer can produce."

"My only regret," says Mirando, "is that we probably won't see an Atari version of the SETI@home software. The analysis is of such intensity that even a 366 MHz Pentium II computer takes an average of 18 hours to fully analyze a block of this data. Even with the amazing add-ons and enhancements available to today's Atari user, the amount of time required to analyze this data would more than likely be staggering. I have, however, asked the project administrators about the possibility of porting the software (which has so far been ported to Unix, Linux, OS/2, BSD, and several other platforms) to the Atari line of computers, but as yet there has been no reply."

There is no special skill or scientific aptitude required to participate in the project. The software does all of the required analysis. The user may even elect to allow SETI@home to connect to the internet on its own to submit finished data and retrieve new data for analysis.

Users interested in participating in the SETI@home project can access information about the project at the following URL:

<http://setiathome.ssl.berkeley.edu/>

Statistics, membership, and other information about Team Atari can be found at:

[http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team\\_lookup&name=team+atari](http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team_lookup&name=team+atari)

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PEOPLE ARE TALKING  
compiled by Joe Mirando  
jmirando@portone.com

Hidi ho friends and neighbors. Another week has come and gone, and I'm no more comfortable with my new Pentium II than I was when I first got it.

I had always said that, in my opinion, emulators like PacifiST, Gemulator, TOS Box, and WinSTon were somewhat foolish. If you decide to jump platforms, just do it. There's plenty of software out there for other machines, right? The likelihood that you'll be able to find software that you're at least comfortable with must be pretty high. Well...

I've tried three times recently to get both Netscape Messenger and Microsoft Outlook to gather posts from the UseNet for this column, and no matter what I do, these top-of-the-heap offerings fall short.

I've taken quick looks at other newsreaders as well, and they simply don't give me the ease of use and flexibility that NEWSie does.

Things are pretty hectic for me right now but rest assured that as soon as I have the time I'm going to install one of the aforementioned emulators and get NEWSie, CAB, and several other of my favorites running on that spiffy new laptop PC.

The speed of the PC is really impressive. Gemulator, running GEM Bench shows a speed of about 30 times a stock ST. Of course there are noticeable slowdowns in a few graphics functions, but all in all it beats the bejeebers out of even my TT. Now if Derek could find a way to add TT resolutions to the darned thing... <grin>

Well enough of that. Let's take a look at what's being said on the UseNet.

From the comp.sys.atari.st NewsGroup  
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Starting things of on the lighter side, Dr. Clu posts:

"I like the trend of the animal names in the Atari systems, however, the earlier systems (pre-1990) did not seem to adhere to the same animal names. So at this time, I would like to make some suggestions on names we can call our computers.

Starting with the Atari ST/TT line of computers. So far we have a bird theme going here with the Falcon, Sparrow, (Phoenix) and Milan, so let's expand the theme a little.

STork	(Atari ST line of computers)
TiT	(TT, just add an "i", actual bird name)
Sparrow	(Falcon prototype)
Falcon	
Milan	
Phoenix	(legendary "soon to be released" computer)

Next we visit the 8-bit line of computers. Based on the usual nickname of the Atari 800 (The Hippo machine) we will base the animal based names off land animals. So in order it would go something like this:

Turtle	-	(Atari 400 - allusion to the "turtle graphics")
Hippo	-	(Atari 800 due to sheer size)
Mule	-	(Atari 600XL) (Was going to call this an "Ass") :)
Stallion	-	(Atari 800XL)
Rhino	-	(Atari 1200XL)
Mammoth	-	(Atari 1450XL)
Emu	-	(Atari 65XE XE's given land based bird names)
Ostrich	-	(Atari 130XE since they were a transition to the ST)
Penguin	-	(What an Atari ST becomes when emulating an Atari

8-bit. Slow, but only because it's out of it's element.)

Game systems have taken a cat-like name. Suggestions would be helpful at the moment, but taking a BACKWARD progression we could deduce the following...

Tabby - Pong System  
Calico - 2600 Game System  
Persian - 5200 Game System  
Cougar - 7800 Game System  
Panther - Prototype system between 7800 and Jaguar  
Lynx - 16 bit/hand held Game System  
Jaguar - 64 bit game system

Cheetah - The upcoming Nuon System? ;)

So folks, let me know what you think. Are they fitting names or what would you suggest?"

Mack Hine tells Dr. Clu:

"Let's keep our fingers crossed and hope that the " dodo " isn't added to that list in the future. <grin>"

Graham Thornton adds his own thoughts and suggestions to the list:

"[I] Like the idea, but i'd like to continue the bird-theme and make some alternate ( and slight irreverent ) suggestions for the 8-bit line - a few of these are borrowed from the original.....

Atari 400	Dodo - there used to be a lot of these around.
Atari 800	Albatross - what it became to Atari Inc. after Commodore introduced the cheap-to-produce, high profit margin C64.
Atari 1200XL	Turkey - you need an explanation for this one?
Atari 600XL	Bat - small, ugly and of questionable use.
Atari 800XL	Starling - you always see at least one and usually more at every garage/car boot sale.
Atari 1400XL	Parrot - Looks nice and it talks too!
Atari 1450XLD	Bald Eagle - very impressive - but have YOU ever seen one in the flesh?
Atari 130XE	Penguin - nice design, but environments where it could thrive were diminishing.
Atari 65XE	Pingu - a baby Penguin
Atari XEGS	Ostrich - maybe if we stick our heads in the sand Sega and Nintendo will just go away.
Atari 800XE	Big Bird - okay, so now this is just getting silly."

John Garone asks:

"Would anyone know if there is a program for the Falcon to render .BMP extensions? (Pics, I assume!)"

Mike Kerslake tells John:

"Image Copy views, prints and converts BMP picture files to just about anything, and of course it runs just fine on a Falcon!"

Vassilis Papathanassiou posts this most welcomed piece of information:

"[While] Checking for any translations in the filesys folder, I found out that the complete project is finished! To me this is the greatest news for years. A GREAT GREAT thanks to Peter West for this tedious work, John Whalley for hosting the project and everyone else that helped to get (at last) english documentation for MagiC. Thanks again."

Pascal Ricard tells Vassilis:

"Sorry to add just a line but you said it all. You just took the words from my fingers.<smile> Thanx a lot to the translators. (well, 2 lines <grin>."

Peter West tells Vassilis and Pascal:

"It's nice to be appreciated! BTW, there is still one file to come - a README that simply describes what the files are; I am still trying to sort out one or two inconsistencies with the author. Enjoy!"

Uli Linn asks:

"Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?"

Oliver Schildmann tells Uli:

"Download GEM Exchange at <http://www.emulators.com>."

Douglas Lithgow posts:

"Many years ago, I decided I wanted an ST emulator. At the time, I remember downloading one from the Net, but it asked me to obtain TOS from an existing Atari. I have one, but I could not be bothered with the hassle, so I forgot all about it.

However, I have regained the interest, especially as I believe old favorites like Carrier Command, etc are out on the web.

Is it still a case of obtaining the TOS yourself, or is there an easy way/method to emulate the ST on a P133?"

Richard Davey tells Douglas:

"[ftp.fatal-design.com/pub/tos/](ftp://fatal-design.com/pub/tos/)

also <http://lgd.fatal-design.com> for games and <http://winston.fatal-design.com> for a very decent and still updated ST emulator for Windows (or) <http://pacifist.fatal-design.com> for a DOS based one (that works under Windows by the way)."

Nick Bales tells Douglas:

"Yes the easy way is to run `tosdump.prg` on the ST and copy the file over to a disk. What's the hassle with that? You can also get TOS rom images on the net too, but it's illegal."

Ashley Seabrook asks for help with AniPlayer:

"Intrigued by Aniplayers ever-increasing list of features, I downloaded the package from the authors site and decompressed it with no problems, but the installation program, `SETUP.APP`, crashes my TOS 4.04 4MB Falcon030 with two bombs every time. I've tried a clean bootup too, but with no success. This has happened with the last two versions I have downloaded - including the most up to date, v2.07. Am I missing something really obvious here, and if so, can somebody put me right? Without installing it correctly I can only use the program in French, and my French isn't very good at all."

Ronald Hall tells Ashley:

"I don't use the setup routine either. I'm sure its in the docs somewhere, but all you have to do is go into the `/docs` folder in Aniplay and you will find an `/english` folder. Copy `"N_FRENCH.TXT"` to your main Aniplay folder, as well as copying the `"ANIPLAY.HYP"` file to your ST-Guide folder (usually `C:\GUIDES`), and you should be set. Check out the rest of the text files in the `/english` folder as well.

Oops, the docs say to put `"ANIPLAY.HYP"` into the main ANIPLAY folder!"

Ashley tells Ronald:

"It helps a lot, thanks. At some stage I had moved all the files over, but I hadn't run Aniplayer as I assumed that the setup program would still need to be run. We've been having a fair bit of hot weather here recently, so I'll blame it on the heat. <smile>"

Didier Mequignon, the author or Aniplayer, tells Ashley:

"Oh sorry! [A] better solution is to copy `N_FRENCH.TXT` (directory english) in Aniplayer directory. This file contains english texts. After you can copy `ANIPLAY.HYP` in the same directory or your user directory for ST-GUIDE.

Joachim Formallaz is the author of GEM-Setup (made on MagicMac). GEM-Setup works fine on my FALCON (TOS 4.02 or Magic), but now I have a CT2 and normal mode isn't 100% compatible :-( Sometimes some bus errors (2 bombs) are not detected. I use an MMU-patch, but this patch works only in turbo mode (and with fast-ram)... For install OLGA and variables, GEM-Setup uses different files `Newdesk.inf`, `Magic.inf`, `olga.inf`, etc.. So please, send me your configuration (with a `Sysinfo`) or send a mail to Joachim at this address: `jfornall@stud.ee.ethz.ch`"

Finally, as you may have read earlier, I started "Team Atari" on the SETI@home web page. Those of you not familiar with SETI@home can read about it there. I post:

"I just started 'Team Atari' on the SETI@home home page. If you're an 'Atari person' and have access to a PC, Mac, or Linux machine, and want to join in the search for signals from an extraterrestrial intelligence join up!"



For those who haven't heard of SETI@home, I'll explain a bit:

SETI@home is a novel idea in the realm of the Search for ExtraTerrestrial Intelligence. What it does is allow your computer to analyze data generated by the Arecibo Radio Telescope in it's spare time. A screen saver program downloads a piece of data from the internet, analyzes it, forwards the results to the server (located at the University of California at Berkeley, I believe), and gets another piece of data to analyze.

So far there are more than 800,000 people participating in this venture, which in effect makes SETI@home the world's largest super computer. To date this project has put in more than 29,000 YEARS of CPU time looking for a signal that might be from an extraterrestrial intelligence.... and it's only been up and running for about eight weeks! The project is scheduled to run for two years.

Unfortunately there is no version of this application for the Atari line of computers. But if you still consider yourself an Atari Person even though you use a PC or Mac (either instead of or in addition to your Atari) and want to join in the search, go to the web addresses listed below, download the screen saver, and join Team Atari.

We Atari users have always been pioneers, haven't we? Well what better way to continue that spirit could there be than to join SETI@home? We've often been told that we're "out there", right? Well wouldn't it be cool to help detect the first intelligent signal from 'out there'?? And it would be even cooler if that first signal said "Atari Rules!"? <smile>

I had thought about asking the managers of this project to consider producing a software version for Atari computers, but I doubt that the end result would be worthwhile. A 366 MHz Pentium II PC takes approximately 18.5 hours to completely analyze a piece of data. Even a souped up TT or Falcon would take considerably longer (although the Falcon's DSP might help).

In addition to the versions I've mentioned already (PC, Mac, Linux) there are also other versions available, and the web pages are available in 20 different languages.

If you're interested, go to the following site and read about the project, results, and how to join...

<http://setiathome.ssl.berkeley.edu/>

If you want to add your computing power to Team Atari, go to this site:  
[http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team\\_lookup&name=Team+Atari](http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team_lookup&name=Team+Atari)

Ronald J. Hall asks:

"... how hard would it be to port the Linux/Unix version to MiNT? We'd have an Atari version then. Another point to consider is that most MiNT'ers are using TOS machines that have been greatly enhanced/updated..."

I tell Ronald:

"It's entirely possible that it could be ported over. The only problem

is that, because of the nature of the data, they do not release the source to anyone. All of the ports are done by them, So if they decide that an Atari port is worth doing (and they might very well decide against it), THEY would be the ones to do it."

Chris Crosskey asks:

"I have to agree here...as soon as the Tempest arrives I'll be switching OS's finally from good old TOS to whichever of MiNT or Linux supports it first....I would be happy to to be a part of the SETI thing with my Falcon.....imagine the fun we could have if it was an Atari that found the first positive result!"

I tell Chris:

"No argument there, Chris. It would be the coolest thing in the world to be able to say that it was an Atari that found the first possibly non natural signal from 'out there'.... well, that would be the SECOND coolest thing. The first would have to be being able to say "MY Atari computer found it". <grin>

I'm all for petitioning the project for an Atari port, I just don't know of how much use it would be. There are several ports for Unix and Linux already, so they would probably be able to port it over in fairly short order.. if they have the manpower to get it done. I'd just like to mention that, above and beyond the import of the project itself, the idea of linking computers over the internet to form what is basically one 'virtual super computer' opens up a whole new realm of computing options.

It looks like that old chinese curse has been placed squarely upon our shoulders:

'May you live in interesting times'.

Well, back to looking for ET's phone number. <grin>"

Yann Lossouarn posts:

"I saw that there are a lot of computing time dedicated to Fast Fourier Transforms. Perhaps a DSP-optimized version would be interesting for Falcon030 owners?"

Mark Davies tells other team members:

"I'll try and get the software installed on one of our super Sun Unix workstations at work so the Team Atari should start to move up the rankings for number of units completed."

I reply to Mark:

"Ya-Hoo! I'll bet that one of those workstations would lay some tracks compared to the average PC, huh?

Now... anyone have a Cray or MIPS machine just laying around?? <Laughing Out Loud>"

Gary Priest posts:

"I've been a bit quiet on the Atari front lately. In fact most of the names in this conversation, I don't even recognize. How quickly the Atari

world changes (I've only been absent 3 months or so). Anyway, seeing this thread, and the fact there is a Team Atari, prompted me to join. I've added my 80 work units, and 1500+ hours of CPU time to your cause. Shame it's on my PIII and not my Falcon!

A Falcon DSP version of the seti program would be cool, even if it was just a command line one like the WinNT or Unix ones. No need for fancy graphics. I really can't see the guys at Seti having the knowledge to code an Atari version though, to be realistic. <frown>"

Well folks, that's it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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->In This Week's Gaming Section   - 'Lara Croft' to Return!
    " """""""""""""""""""""""""" DVD Games Wow 'Em! CG Expo News!
                                   'NFL Xtreme 2!' JagFest Video!
                                   And much more!
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->A-ONE's Game Console Industry News      -   The Latest Gaming News!
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Get Ready For More Lara

Eidos revealed exclusive, first information to GameSpot and videogames.com about the next Tomb Raider game, Tomb Raider: The Last Revelation. The game will be available on the PC and PlayStation and is expected to be released in November. As can be predicted Lara Croft will return, but this time, the entire game is set in a single location, Egypt, and stretches back (while moving forward) to the original Tomb Raider roots, emphasizing gameplay and story in a single, jointed theme. The story this time has Lara, as an archeologist, traversing a timely millennium story that uses astronomy and mythology to push the gameplay forward.

According to Eidos, "The title returns Lara to the cloak-and-dagger intrigue of Northern Africa developed in the still-popular original Tomb Raider game." Besides reaching back to what the company believes made players enjoy the game in the first place, Core is improving upon gripes gamers may have had in the past, found in the game's difficulty level, graphics, and lack of cohesiveness at times.

Particularly of note is the work Core has put into the game's engine. The Last Revelation will be, according to developers, almost completely

seamless. Other points, according to Eidos, "New programming routines allow levels to dissolve into cinematic cut-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous experience. Tomb Raider: The Last Revelation„s redesigned inventory system replaces traditional inventory rings with an easier-to-use interface allowing items to be combined, collected and stored. The new inventory also features Lara„s diary, which includes her personal notes from each adventure and a location map that players can access for hints and tips.

Application of the transformed system will give new life to puzzle elements - a key feature of Tomb Raider: The Last Revelation."

The new game will be much more focused on the environment at hand and you won't be jumping around from scenario to scenario as you did in TR III. And likewise, these scenarios will be much more akin to the original game, in terms of the setting-tombs and such. And the gameplay? More puzzles (some very much like board games). Less platform-jumping.

You'll also have more environmental objects to interact with, meaning enemies and inanimate materials. And what will Lara look like? Eidos says much better. She will appear fully-skinned -- without breaks between the polygons that make up the figure -- and more detailed than before. And she'll have new moves. Eidos calls The Last Revelation an amalgamation of all other Tomb Raiders. We have much, much more in store for you, so keep checking back for more first information on the game.

#### NFL Xtreme 2 Takes Arcade-Style Football to Next Level With Real NFL Player Faces, Movements and Taunts

989 Sports' NFL Xtreme 2 Delivers More Outrageous Taunting,  
Hard-Hitting, Fast-Action, Arcade-Style Football To The PlayStation

989 Sports(tm) announced that NFL Xtreme(tm) 2, the sequel to last year's popular NFL Xtreme(tm), will release tomorrow on the PlayStation game console.

Licensed by both the NFL and Players Inc, this year's NFL Xtreme 2 is equipped with more than 350 real NFL player animations, real player faces, outrageous taunts, lightning-quick gameplay and high-impact blows.

'This year, the NFL Xtreme 2 development team recorded the real sounds and voices of numerous marquee NFL players," said Jeffrey Fox, vice president, marketing, 989 Studios. 'More than 125 real taunts will be in the game, making NFL Xtreme 2 the most entertaining arcade-style football videogame on the market."

The NFL players recorded for NFL Xtreme 2 include a virtual who's-who of All-Pros, such as Broncos RB Terrell Davis, Packers WR Antonio Freeman, Jaguars WR Jimmy Smith, Rams RB Marshall Faulk, Bengals QB Akili Smith, Vikings DT John Randle, Buccaneers DT Warren Sapp, Raiders DT Charles Woodson, Falcons CB Ray Buchanan and Bills DT Ted Washington.

With all of the NFL teams and players, unlimited passing behind the line-of-scrimmage and no penalties or out of bounds, this is a new way for gamers to play football. Incredible animations intensify the gaming experience: gamers can make outrageous tackles, perform insane hits and

conduct more than 150 celebrations. In addition, NFL Xtreme 2 offers lightning-quick play selection -- three times as fast as last year's version of the game.

The stunning graphical presentation in NFL Xtreme 2 boasts a 400-polygonal player model (four times the amount of polygons used to create the award-winning NFL GameDay(tm) '99 player models), delivering gigantic and exceptionally-detailed 3D players that look like they are ready to jump out of the television. Even players' faces are texture mapped to capture the true appearances of hundreds of NFL stars and their mouths move in sync with the audio taunting.

NFL Xtreme 2 also incorporates NFL player movements that were motion captured to enhance the gameplay realism. Players motion captured for NFL Xtreme 2 include Pittsburgh Steelers RB Jerome Bettis, Minnesota Vikings DT John Randle, Oakland Raiders WR Tim Brown and DT Charles Woodson, New York Giants CB Jason Sehorn, Seattle Seahawks LB Chad Brown, Tampa Bay Buccaneers FB Mike Alstott and LB Hardy Nickerson, Jacksonville Jaguars WR Jimmy Smith and Cincinnati Bengals QB Akili Smith.

#### NFL Xtreme 2 Key Features:

- Arcade style, five-on-five, open eligibility, no penalties, hard-hitting football videogame action
- More than 20 NFL players were recorded to provide authentic taunts
- More than 700 real player faces captured. Player mouths move in sync with taunts
- New lightning-quick play selection
- Unbelievably fast gameplay speed -- three times as fast as last year
- All 31 NFL teams and stadiums (including the Cleveland Browns and Tennessee Titans)
- First downs at each 20-yard line and midfield
- Individual scaling, weight and height on each player
- More than 150 celebration animations including: hand stands, back flips, roundhouse kicks and break dancing
- More than 350 animations from real players at 400 polygons per player (3D graphics/high resolution game presentation, including player shadows)
- Outrageous animations include: jerseys being torn away, front and back flips, throw-tackles, stiff-arms, one-handed catches, juke moves, high steps and shoulder charges
- Players celebrate after touchdowns, sacks, big hits and first downs
- Ball carriers high-step, execute spin moves, hurdle, stiff-arm, shoulder charge and front flip over the pile
- Gigantic linemen and linebackers with bulging biceps and thighs, sleek receivers and DB's with tall, wiry builds
- All-new unlimited passing behind the line-of-scrimmage
- Water/snow/grass splashes with every stride of the players
- Injuries (players limp when injured)
- Dynamic camera angles and views
- Realistic sound effects include ringing bells, a freight train, cuckoo clock chiming and players' grunts and screams
- Play in Exhibition, Season or Tournament modes
- Licensed by the NFL and Players Inc

## Brett Favre Leads the Drive for Acclaim Sports' NFL Quarterback Club 2000 Three-Time NFL MVP Re-signs for Award-Winning Video Game Franchise

Acclaim Sports announced that it has re-signed Green Bay Packers' quarterback Brett Favre to an exclusive multi-year endorsement deal. For the third consecutive season, Favre will serve as the spokesman for Acclaim Sports' NFL Quarterback Club video game franchise. The latest edition, NFL Quarterback Club 2000, is scheduled for release in August of 1999 for the Nintendo 64, with the Sega Dreamcast version shipping later in the Fall.

"It's great to be part of two sports teams with winning traditions - the Green Bay Packers and Acclaim Sports," commented Favre. "NFL Quarterback Club is the most realistic football game on the market and I'm proud to continue my association with the series."

As part of the new agreement, Favre will continue to contribute input to the NFL Quarterback Club game development as well as appear on all advertising, packaging and in-store merchandising. Favre also stars in the upcoming NFL Quarterback Club 2000 national television spot, which was filmed in early July at Favre's alma mater, University of Southern Mississippi.

"Brett Favre has been instrumental in helping elevate NFL Quarterback Club to the leadership position among next-generation football video games," stated Mike Jerchow, Acclaim Sports senior marketing manager. "We are thrilled to continue our relationship with a player of Brett's star caliber."

Favre, who is a three-time NFL Most Valuable Player Award recipient, was the leading vote receiver among all NFL players in a recent ESPN/Chilton poll asking sports fans to name their favorite professional athlete.

NFL Quarterback Club 2000 is being developed by Acclaim Studios Austin, creators of the award-winning All-Star Baseball and NFL Quarterback Club series. The game features all 31 NFL teams and over 1500 players, as well as third generation Ultra Hi-Res(TM) graphics, including real-life player faces and over 1200 motion-captured animations created with the help of several elite NFL players. A new Pin-Point Passing(TM) system gives players unprecedented control over their quarterbacks, and sophisticated artificial intelligence and game strategy, designed with the help of NY Jets offensive coordinator, Charlie Weis, provides the ultimate challenge to even hardcore gridiron gamers.

## Iwerks and Infogrames Announce Long Term Agreement to Bring Games to Life

### High-Tech Entertainment Leader Joins Video Games Leader to Produce Specialty Films for the Theme Park and Giant Screen Markets

Iwerks Entertainment, Inc., an international leader in high-tech entertainment attractions, announced a long-term agreement with video games giant Infogrames to develop and distribute ride simulation, theme park attractions and Large Format films based on popular Infogrames titles including "Independence War." Infogrames is the producer of some of the most popular video games in the world and has agreements with Looney Tunes Interactive for development of games based on their popular characters and

with Paramount Interactive for games including ``Mission Impossible."

``This alliance will enable Iwerks to bring an even higher quality of well-known brand films to our clients and audiences worldwide," said Chuck Goldwater, president and CEO of Iwerks. ``Working with the dynamic, creative and experienced business team at Infogrames, we are raising the level of the out-of-home entertainment experience that Iwerks is so well-known for." The first project will be the development of a 3D simulation film based on ``Independence War," the extremely popular game set in the year 2268.

In the game, the player is placed in the position of a young Navy commander facing the challenge of ending a centuries-long guerilla war in which colonists are fighting for independence from Earth. In the simulation film being produced by Iwerks, audiences will become part of the story as they experience the actions of the Navy commander.

``This first collaboration is in line with Infogrames' global strategy, which has its roots in video games and its future in digital entertainment," said Bruno Bonnell, Infogrames' CEO. ``Infogrames has created 'Independence War' with the idea of creating a unique futuristic world which has attracted thousands of fans around the globe. The partnership with Iwerks brings this masterpiece to simulation ride enthusiasts."

``Independence War" received numerous awards and top review scores from leading magazines. ``Independence War Deluxe" will hit store shelves next month. Distribution rights for ``Independence War" and all future Iwerks/Infogrames productions will be exclusive to Iwerks for use in ride simulation attractions at amusement parks and other location-based entertainment destinations. As part of the arrangement, Iwerks has a right of first refusal on all new Infogrames ride simulation, theme park attractions and Large Format film productions based on Infogrames extensive library of titles.

Future titles being considered include Infogrames' newest release ``Outcast" and ``Alone in the Dark," an earlier Infogrames game.

#### DVD Takes Spotlight At Annual Video Industry Meeting

As the home video industry holds its annual industry show this week, all eyes are on digital versatile disks, or DVDs, and whether the technology can breathe new life into the maturing home video market.

After nearly two decades of dominating home entertainment, the stalwart video cassette is being challenged by DVD, which can deliver crisp digital sound, pictures and even text and Internet links.

Other technologies such as the CD-ROM, the video compact disk and the laser disk all failed to drive the VCR out from under America's television sets, but industry players said DVD looks like it has a good shot at doing just that.

``Instead of all these different formats, it's all coming to a head and funneling into one thing, and that's DVD," said John Georgopolous, founder of Georgopolous Design Associates which creates interactive menus for DVD movies. Although the number of DVD players are a tiny fraction of the

hundreds of millions of VCRs, their dynamite sales growth has surprised many in the industry.

''So far DVD has been one of the most explosive new home entertainment technologies of all time," said Steve Ramirez, vice president for sell-through and DVD at New Line Home Video, a unit of New Line Cinema under Time Warner Inc.

Ramirez cited figures estimating that more than 4 million machines would be in homes by the end of the year, up from earlier figures of just 2.5 million units. While revenue growth from video cassette sales and rentals has lingered around 10 percent a year, DVD sales growth is counted in the triple digits.

''Currently DVD represents maybe less than 10 percent of total sell-throughs, but that growth rate will almost double in each of the next 3 to 5 years," said David Bishop, president of MGM Home Entertainment.

DVD is also expected to get a boost from the recent demise of its cousin, Divx, a disposable version of the format that was scrapped by its creators, Circuit City Stores Inc., after dismal customer response.

''The biggest impact of the Divx issue is that a lot people were sitting on the fence waiting to see which technology would make it into the next decade, and the market has resolved that question," Ramirez said.

Enthusiasm for what is billed as the interactive medium for the next century was evident among executives of companies participating in the annual show by the Video Software Dealers Association in Los Angeles.

Internet retailer Amazon.com, which launched its online video sales service last November, saw DVD titles capture the five top selling movies by January. ''DVD is definitely on a very aggressive growth curve, faster than CD players, faster than VHS," said Jason Kilar, Amazon's group product manager for video. ''It's safe to say that you'll see that kind of trend going forward."

At 4,000 movies, the number of DVD titles is dwarfed by the 65,000 available on video cassette, but film studios have moved swiftly to release biggest and best-known movies on the disks at a \$20-\$30 price that is competitive with tapes.

One of the biggest selling points of DVD is the ''V", which used to stand for ''video" until developers replaced it with "versatile" to reflect the format's spectrum of uses.

Upcoming versions of DVD players will enable consumers not only to watch movies but to play games and log on to the Internet to get more information about a film or music title.

''A few extra features that appeal to consumers' interest with games and the Internet will tip DVD over the edge and make it the new mass market phenomenon," said Richard Miller, chief executive of privately held VM Labs Inc., which has developed technology giving more multimedia features to DVD machines.



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VALLEY STREAM, NY (July 14, 1999) -- A prolific line-up of leading interactive entertainment companies will be sponsoring this year's Classic Gaming Expo '99 to be held on August 14-15 in Las Vegas, Nevada. Contributing to this year's event are Hasbro Interactive, Inc., Nyko Technologies, Inc., Telegames Inc., Next Generation Magazine and Digital Eclipse Software Inc. Their financial and promotional support has proved valuable in aiding the show coordinators to organize what is touted as the greatest gathering of industry legends, historic gaming artifacts and classic gaming fans.

Hasbro Interactive is a division of Hasbro, a worldwide leader in the design, manufacture and marketing of toys, games, interactive software, puzzles and infant products. With its vast repertoire of classic board games and the recent acquisition of Microprose and Atari, Beverly, Massachusetts-based Hasbro Interactive is focused on bringing simple yet addictive gameplay to all members of the family. "With modern updates of such classics as Frogger, Centipede, Q\*Bert and Pong, we are bringing simple yet timeless gameplay to both classic gaming fans and to a whole new generation of players," said Tom Dusenberry, President of Hasbro Interactive. "We are proud to sponsor Classic Gaming Expo '99. Nowhere else could we hope to reach such a group of Atari loyalists with the message that Atari is back and that the gameplay the company pioneered goes on."

For the second consecutive year, Nyko Technologies will be a prominent co-sponsor of the show. The privately held marketer of innovative game accessory products rocked and rolled last year's event by using the venue to debut its Classic Trackball controller for the PlayStation. Nyko will once again exhibit its extensive line of products at Classic Gaming Expo. "We are delighted to again be involved in such a wonderful show," said Robert J. Rienick, Nyko's Vice President of Sales and Marketing. "Classic gaming fans are among the most savvy consumers of videogame products, and they recognize the quality and innovation that goes into every Nyko product. This is our chance to promote our line of peripherals while at the same time paying

tribute to those who have supported us through the years."

Telegames is a group of multi-national operations that are involved in all aspects of video games and computer software. The Lancaster, Texas-based company is involved in online and direct mail retail, wholesale distribution, publishing, licensing and contract development. It also stocks a large inventory of classic videogame systems and software, including Atari, Coleco, Intellivision, Nintendo and Turbografx-16. Telegames also plans to sell its products at CGE'99, including exclusive re-releases of the hit Atari Jaguar cartridges, "Worms" and "Iron Soldier II."

With an enormous subscriber base for its print magazine and the fact that it's online site is part of the largest online video game network, Next Generation was an ideal choice to partner with CGE '99 to aid in promoting the event. In addition to financial contributions, Next Generation has been prominently running CGE'99 articles and press releases throughout the show's promotional period.

Digital Eclipse, a developer, publisher and distributor of interactive software titles for PC, Macintosh, Playstation and Game Boy Color, is well known throughout the classic gaming community as the leader in the development of classic software titles. The Emeryville, California-based company has been responsible for the production of such titles as Atari Arcade Hits 1 & 2 and Williams Arcade's Greatest Hits for various formats and Klax, Paperboy, Joust/Defender and 720 for Game Boy Color. "Considering the large number of classic titles that we develop each year, deciding whether to sponsor Classic Gaming Expo '99 was a no-brainer," said Mike Mika, Technical Director of Digital Eclipse and a noted expert in the field of software-based emulators of classic 70's and early-80's consoles, coin-ops and computers. "Not only are many of our products geared toward the classic game player, but we're big fans of classic games ourselves. We're delighted to be a contributor to Classic Gaming Expo '99."

Conceived and coordinated by two of the individuals responsible for coordinating last year's highly successful "World of Atari" event, Classic Gaming Expo is the industry's only annual show that is dedicated to celebrating the roots of electronic entertainment, bringing together industry pioneers, gaming enthusiasts and the media for the ultimate in learning, game-playing and networking. Classic Gaming Expo is a production of CGE Services, Corp. ([www.cgexpo.com](http://www.cgexpo.com))

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#### Classic Gaming Expo '99 News Update

Hello Everyone,

A lot of exciting things are planned for CGE '99 and we've been hard at work trying to put together one heck of a show for our attendees. We decided to send out this news update to clue everyone in on the latest happenings.

First we'd like to welcome our new sponsor, Digital Eclipse. If you don't know, these are the guys responsible for many of the great classic compilations and conversions that came out from Midway, Hasbro, etc.

We now have well over 50 special guests that are planning to attend the show. Check out the show page at <http://www.cgexpo.com> for all the latest info.

Also be sure to check the latest list of vendors to see who's been added.

\*\*\* Great News \*\*\*

Due to continued demand for CGE '99 we have changed our pricing as follows. We have extended the \$27.50 price until the end of July. All those that register after July 31st, will have to register at the door. We have also reduced the price of on-site registration to \$35. Show hours are Sat. 9-6 and Sunday 9-5. All attendees need to pick up their name badges at the CGE '99 registration desk.

Here's a list of some of the super things we have in store for everyone...

- Hasbro is planning to hold spur-of-the-moment Pong tournaments throughout the day. If you're in their booth at the right time, you might just get picked to compete.
- Midway has decided to make CGE '99 one of the stops on their Hydro-Thunder Arcade tour. Walter Day of Twin Galaxies fame will be hosting the tour for Midway.
- Walter will also be organizing and running the CGE '99 tournament area. Aside from the two regular contests, if you beat the high score on one of the arcade machines or home system games Walter will enter you into the next edition of the high-score book.
- Billy Mitchell, the first perfect score holder on Pac-man, will be at the show with his machine showing the attendees how the pros do it.
- Eric Bacher, of Alfred Challenge fame will be releasing his second 2600 game called "Pesco". Similar to Alfred Challenge, Eric will sell 40 CGE '99 commemorative editions of the game with color label, instructions, and box. The game will also be available later in the month in B&W label, etc.
- Eric's friend, Igor Barzilai, will debut his new 2600 game as well. Igor will sell 50 copies of "Merlin's Wall" in special CGE '99 editions.
- Eric has also created a secret game that will not be sold, but he will be running a contest at one of the game stations with this game. Stop by and let Eric know what you think and maybe win a prize.
- Carl Forhan of Songbird Productions will be releasing 2 new Lynx products at the show.
- Telegames USA has indicated that they will have at least one new Lynx product available.
- Tim Arnold of the Las Vegas Pinball Collector's Club will have a raffle with all proceeds going to charity. Aside from coin-op flyers and other goodies, the grand prize will be your choice of a full-size Missile Command or Rip-Off arcade machine plus free shipping in the U.S.
- CGE '99 will also see the re-release of the book, ZAP! The Rise and Fall of Atari. CGE Services Corp. has inked a 5-year exclusive deal with McGraw-Hill for rights to re-print Zap.
- A special screening room has been set-up for previewing the current video documentaries being released by Howard Scott Warshaw and Cyberpunks Entertainment.
- World-renowned Caricaturist, M.C. Sturman, will be on-hand at various hours throughout both days to put your image onto our special Classic Gaming Expo '99 backdrop. Prices are very reasonable at \$5 for a B&W image or \$10 for color.

- The CGE '99 museum is shaping up to be the best yet. Look for tons of systems on display, both released and unreleased, as well as rare and prototype software, memorabilia and other neat items. Some of the new highlights since last year's museum include the Color Vectrex, Odyssey 3, Intellivision 1 Computer, and loads of software like 2600 & 5200 Tempest, 5200 Asteroids, 5200 Super Pac-man, and many others.

If you have questions, comments, or would like further information on Classic Gaming Expo '99 please feel free to contact us at:  
info@cgexpo.com

Special thanks to all the sponsors, vendors, guests, and attendees for their support and help. We look forward to meeting everyone and having a great time.

Sincerely,

The CG Expo Staff

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Send in your orders now, the JagFest '99 video is ready to go!

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Sincerely,

Carl Forhan  
Songbird Productions

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A-ONE's Headline News  
The Latest in Computer Technology News  
Compiled by: Dana P. Jacobson

Microsoft Cleared Of Antitrust Violation

A federal jury in Connecticut Friday found that Microsoft Corp. did not violate U.S. antitrust law in a suit brought by a small Connecticut software company.

While the eight-member jury found the world's leading software company liable for violating Connecticut business laws, it awarded nominal damages of only \$1 to the plaintiff, Bristol Technology Inc.

"We are very pleased with the decision," Microsoft spokesman Tom Pilla told Reuters. "This is a victory for the entire software industry, in upholding the fundamental right of protecting your intellectual property."

Danbury, Conn.-based Bristol said it was considering whether to appeal. ``Obviously, we are very disappointed in the verdict," Bristol Chief Executive Keith Blackwell said.

``This is a complete victory for Microsoft," David Tulchin, a lawyer for Microsoft, told Reuters. ``The jury's awarding of nominal damages was their way of giving something to Bristol, but obviously in a way that is a victory for Microsoft."

The jury began its deliberations Wednesday afternoon, and announced the verdict at 1:25 p.m. EDT. It came after a U.S. District Court trial in Bridgeport, Conn., that began on June 3.

Closely held Bristol, which has about 70 employees and \$8 million in annual revenues, had sought up to \$263 million in damages from Redmond, Wash.-based Microsoft.

Bristol alleged that Microsoft violated U.S. antitrust law by refusing to negotiate a new contract for Windows source code.

It also claimed that Microsoft illegally leveraged its monopoly power in personal computer operating systems to monopolize markets for operating systems in technical work stations and departmental servers.

But in the five-minute verdict read aloud by the court clerk, the jury found that Bristol did not prove any of the alleged antitrust violations. However, the jury found that ``Microsoft did engage in deceptive acts or practices in its trade or commerce under Connecticut law," and awarded total damages of \$1.

``The court will enter a judgement at a later time, in writing," U.S. District Judge Janet Hall told the jury after the verdict was read.

Once the judgement is entered, Bristol has 30 days to appeal, in the U.S. Court of Appeals for the 2nd Circuit in New York City.

Microsoft had called Bristol's case ``meritless" all along, and said that Bristol was simply following a "sue-Microsoft-for-money business plan." Microsoft lawyers called the case a mere contract dispute, and the six-week trial featured a videotaped deposition by Microsoft Chairman Bill Gates.

Bristol makes a product called Wind/U, which acts as a bridge between developers writing software for computers based both on Microsoft's Windows and on the competing Unix operating system.

Bristol's original contract to license Microsoft source code -- the blueprint that tells computer programmers how a software program works -- expired in September 1997.

The Connecticut case was the first to receive a verdict in the three separate antitrust actions around the country facing Microsoft.

The trial was unrelated to federal charges still pending in federal court in Washington, D.C. The government alleges that Microsoft holds monopoly power in Windows operating systems, and that the company illegally used that power to compete unfairly.

A ruling is not expected in the U.S. government case for several months. In addition, Utah-based Caldera Inc. accuses Microsoft of using unfair

tactics to destroy a competitor to Microsoft's MS-DOS operating system. A trial is expected to start early next year.

### Bristol Technology Announces Layoffs

Bristol Technology Inc. may be shrinking after losing a federal court battle against Microsoft Corp., but the tiny software company isn't ready to give up its fight.

Last week's unfavorable verdict in U.S. District Court has forced the small software maker to cut 17 jobs, or 20 percent of its 70-person staff.

The Danbury-based company, with just 70 employees and \$8.7 million in revenues last year, sued Microsoft in August, claiming that the industry leader was trying to crush competition by preventing access to its source code - software blueprints - for Windows NT. Bristol spent more than \$1 million to prepare its case for trial.

But the jury on Friday found that Microsoft did not violate antitrust laws in its dealings with Bristol. It did find that Microsoft committed a deceptive act that violated the Connecticut Unfair Trade Practices Act, but awarded Bristol just \$1 on that claim.

"We're working hard here to keep the company going," said Bristol CEO Keith Blackwell. "The culture here is people work hard anyway. That will continue." Blackwell said Bristol intends to pursue Microsoft in the U.S. Court of Appeals. He said the first legal step will likely be to request a retrial.

"We still believe in the case, as much as the day we started," Blackwell said. Bristol makes a software product called Wind/U, which allows programs written specifically for Windows to be converted to run on computers with different operating systems such as UNIX.

From 1994 to 1997, the two companies had a contract under which Microsoft provided Bristol access to source code for an earlier version of Windows NT. Bristol filed its lawsuit after they were unable to reach an agreement on a contract for the newest versions.

The six-week trial in U.S. District Court pitted Bristol, a little-known company, against the Redmond, Wash.-based Microsoft with 27,000 employees and \$14.48 billion in fiscal 1998 revenues.

Blackwell said Bristol will continue to service existing Wind/U customers. But Wind/U, which provides Bristol with 80 percent to 90 percent of its revenue, will become outdated without the new Windows source code, he said.

The company is working to develop new products for software developers to make up for the anticipated loss in revenue, Blackwell said.

"It's forcing us to back up and start over," Blackwell said.

Freemove, the biggest Internet service provider in Britain, didn't exist a year ago. It boomed with a simple, irresistible come-on: no connection charge, no monthly fee.

Since Dixons Group PLC launched Freemove in September, it has signed up 1.2 million customers, rocketing ahead of America Online Europe to become No. 1 in the United Kingdom.

Now AOL Europe is striking back, with a free service of its own.

The company announced plans Monday for a new service, Netscape Online, aimed at thrifty, cyber-savvy subscribers.

"It's a new segment, a new slice of the Internet pie in the U.K.," said Andreas Schmidt, president of AOL Europe, a joint-venture between America Online and German media group Bertelsmann AG.

Schmidt denied AOL's move was a response to the surge in business enjoyed by rival Freemove, but the abundance of service providers offering free Internet has clearly had an impact. He estimated that more than 100 Internet service providers - from farmers to soccer clubs - now offer free access in Britain. The spread of such services has added some fizz to the Internet market in Europe, where only 9 percent of households are now online - compared to more than 30 percent in the United States.

Why the difference? One big reason is European telephone companies charge per minute, even for local calls, while most Americans have unlimited access to local numbers. AOL subscribers in Britain currently pay British Telecom, the nation's main phone company, up to 2.40 pounds, or \$3.75, per hour to use the Internet.

So-called "free" Internet services make their money three ways - from sharing in telephone revenues as subscribers dial up, from advertising, and from a cut on any purchases made via the Internet.

Some subscribers also pay fees to get technical help; with Freemove, it's 50 pence, or 78 cents, per minute. AOL UK, a subsidiary of AOL Europe, will match that fee when it launches Netscape Online on Aug. 19.

Freemove eliminates connection charges and monthly fees for its subscribers, who now number more than 1.2 million - twice as many as AOL UK.

Telephone charges matter even in a place like Finland, where the total cost of using a telephone is less than in the United States, notes Noah Yasskin, an analyst for Jupiter Communications, an Internet consultancy company with offices in London and New York.

"When you have metered access, usage is still less," Yasskin says.

Dixons, one of Britain's biggest electronic goods retailers, wasn't the first to enter the free-service market, but with its strong brand identification and national network of hundreds of stores, it has been far and away the most successful.

AOL UK said it will offer Netscape Online in conjunction with its existing AOL and CompuServe brands, which target families and business customers, respectively.

Schmidt refused to say when AOL's free service was likely to turn a profit and declined to say whether AOL planned to offer free service to subscribers elsewhere in Europe.

"We have made no decision to do so, but obviously it's a possibility," he said.

Freemove chief executive John Pluthero predicts that e-commerce - selling goods and services on the Internet - eventually will be the industry's big moneymaker.

#### AOL, Sun Microsystems Announce Name

The alliance between two of the largest Internet players in the world, Sun Microsystems and America Online Inc., announced today that its brand name will be iPlanet.

Just 100 days after its launch, the group's president, Mark Tolliver, said the alliance now has more than 300 customers, all of them companies doing business online. He said the brand name will help customers identify their products.

Sun and AOL began their joint effort earlier this year, after AOL bought Netscape Communications. The Alliance had been nicknamed the "dot com" software company. It is aimed at giving companies tools, software, and services to take their businesses online.

Company officials would not release initial revenues, but said they want to become "the industry's first \$1 billion pure play Internet software company."

#### New Apple Laptop Has Fans in Frenzy

Apple Computer Inc. has yet to reveal its mysterious new laptop computer, let alone start to sell it. But judging from the anticipation in the Mac community, Apple's latest surprise promises to be another sales splash - extending the company's comeback and shaking up portable design just as its iMac personal computer prompted the industry to rethink the clunky beige desktop.

"They could have another blockbuster on their hands," said Tim Bajarin, an industry consultant who heads Creative Strategies Research International, in Campbell, Calif. "There is an amazing amount of anticipation and excitement around this machine."

There are obstacles to another Apple best seller, including potential production problems and a worldwide shortage of flat-panel screens, which could drive up Apple's costs.

But industry buzz over the laptop's expected design, price and performance is accelerating ahead of a keynote speech on Wednesday by Apple co-founder and acting chief executive Steve Jobs, at the MacWorld trade show in New York. Jobs is expected to unveil the computer during his address.



While Apple is keeping a characteristic tight lid on details prior to the show, industry watchers and customers expect the machine to make a strong design statement that borrows generously from the enormously popular iMac.

The jellybean-shaped desktop was introduced by Apple last August and comes in five colors. Strong sales led the company last week to report its seventh straight quarterly profit, and have pushed up Apple's share of retail desktop sales to 6.7 percent in May, double that of a year ago, according to the ZD Infobeads research firm.

Like the iMac, the Apple laptop is expected to use translucent plastic so the user can faintly see the machine's inner circuitry. Less certain is whether it will come in several colors, or whether the edges will be rounded in subtle homage to the iMac's casing, which sports a built-in monitor.

But the laptop promises to break convention with rival machines, which generally look like thin boxes and are used mostly by traveling professionals. If priced affordably, a snazzy portable could potentially become a status symbol among students and everyday desktop users, analysts say.

"It should be a design that will bring wolf whistles of appreciation from men and women," said Richard Doherty, who heads The Envisioneering Group industry consultancy, based in Seaford, N.Y.

Indeed, the laptop is expected to be priced hundreds of dollars less than Apple's PowerBook laptop for professionals, introduced this past spring starting at \$2,000. Apple doesn't currently sell a laptop aimed at consumers.

Cheaper laptops are available elsewhere at under \$1,000, but they are mostly off-brands that use outdated technology.

Some major Mac purchasers already are concerned about potential supply shortages.

Dartmouth College, for example, has contacted Apple salespeople to see if its roughly 1,200 freshman can get first dibs on the laptop when it comes out. iMacs were a big seller this past year at the Ivy League school, which requires incoming students to have a computer and gives them discounts on purchases.

"It's widely rumored that Apple will sell out their product line" of laptops, said Larry Levine, Dartmouth's director of computing.

If the new portable takes off, it could help Apple crack a new technology market - people who are intrigued by laptops, but are reluctant to buy them because of the price and stodgy design.

Only 37 percent of laptops owned in the United States are used in homes, with the rest used in workplaces, according to ZD Infobeads. That compares to about half of all desktops used in the home.

Even though Apple has yet to reclaim its glory of the 1980s, when one out of every four desktops sold was a Mac, it continues to have great influence in the PC industry.

But nothing's certain. While Apple has shown a knack for using design to lure newcomers to technology, the laptop offers a bigger hurdle.

A few years ago, problems with Apple production led its laptops to overheat during use, costing the company money and credibility. Modifying the traditional design of the computer casing could prove difficult, since squeezing components into such a small space is a challenge in itself.

In addition, a worldwide shortage of flat-panel screens, which use liquid crystal instead of electron beams to show text and images, could drive up component costs and hurt Apple's ability to make money on a low-priced laptop.

### Apple Unveils 'iMac-To-Go' Notebook Computer

Apple Computer Inc. Wednesday introduced its highly anticipated consumer notebook computer, an eye-catching iMac-to-go with built-in wireless Internet capabilities.

"There has been a lot of speculation and a lot of rumors -- and I get to end them today," Apple interim Chief Executive Steve Jobs said of the long-awaited computer, which he unveiled halfway through his keynote speech at MacWorld, Apple's big New York trade show for the Macintosh faithful.

The new iBook portable, priced at \$1,599, is a six-pound computer offered in two translucent colors -- blueberry and tangerine -- as well as in white. It plays off the success of Apple's hit iMac desktop machines introduced a year ago, and responds to demand for an "iMac to go," Jobs said.

The two-toned iBook will be available in September -- still in time to catch some of the education market, Jobs said. Apple is targeting both consumers and schools with the new notebook, which fills a hole in its more streamlined product line.

Keeping with a tradition of innovation, Apple's new portable computer provides untethered Internet access for home and schools via AirPort, its specially designed wireless link to local computer networks. Cupertino, Calif.-based Apple has worked with Lucent Technologies Inc. for about 18 months to develop the wireless technology.

"There has never been one (a portable) designed for the consumer market," Jobs told Reuters in an interview.

Jobs said the iBook was the first portable designed with built-in wireless capability and pointed to the antenna that runs around the screen.

The iBook, a sort of flattened iMac, has a carrying handle, a full-sized keyboard, a 12.1-inch active matrix screen, a 300-megahertz PowerPC G3 processor, a built-in CD-ROM, a 3.2-gigabyte hard disk drive, a 56K modem and other features.

The AirPort includes a wireless networking card for \$99 that fits in a slot under the keyboard and a base station that looks like a space ship, which costs an additional \$299. Ten iBooks can share one base station and can be as far away as 150 feet, which will make computing in the classroom much easier. The battery life for the notebook is about six hours.

During a demonstration of the machine's wireless capability, Jobs typed in

a Web site on the iBook and started to carry the notebook across the stage, drawing some cheers as the audience realized there were no wires. Jobs brought out a hula hoop and encircled the iBook to ensure everyone got the point.

''It's the ultimate education machine," said Lou Mazzucchelli, a Gerard Klauer Mattison & Co. analyst. ''They look like they came off the space station in 2001 ... I would not be surprised if its pre-orders exceed that of the iMac."

Still, analysts said that they expected Apple to be constrained in manufacturing the iBooks, and that bigger volumes likely would be available in the December quarter.

''I think they eventually have another blockbuster on their hands. The overall design is very cool-looking, and I think it will catch the fancy of consumers," said Tim Bajarin, president of Creative Strategies Inc. in Campbell, Calif.

Not every MacWorld attendee agreed, with some balking at the higher-than-expected price.

''I'm not that impressed; it's too much money," said Tony Esposito, a counselor who works on an older Macintosh who came to MacWorld to look at new machines.

But Apple noted that International Business Machines Corp.'s lowest-cost notebook goes for \$1,799, and the iBook is faster than some portables costing as much as \$3,000.

Analysts said the iMac, which was launched at \$1,299 into a market offering PCs priced at less than \$1,000, has been a success because of its novel design and easy-to-use features.

Wednesday, Apple also unveiled a service known as QuickTime TV (QTV), aimed at providing the highest-resolution audio and video programming. It is available over the Internet through the Apple Computer web site at <http://www.apple.com>.

The service requires new Apple software and relies on a special high-speed delivery service from up-and-coming Web content distributor Akamai Technologies of Cambridge, Mass.

Programmers on the QTV network include Walt Disney Co.'s ABC News, Disney, and the ESPN sports networks, as well as music programmers The Knitting Factory, a New York-based club, RollingStone.com, Viacom Inc.'s VH1 and Virgin Radio.

The keynote address began with a slightly younger-looking, clean-shaven Jobs, wearing his standard blue jeans and black turtleneck. As he stood on the stage, hands clasped, over-emphasizing the ''insanely great" products Apple would introduce, it dawned on the audience that they were seeing actor Noah Wyle, who played Jobs in the TNT movie, ''Pirates of Silicon Valley."

''He did a wonderful job of portraying all my quirks and idiosyncrasies," Jobs said later, adding that he called Wyle himself to ask him to come to MacWorld. Jobs said he did watch the movie, which is not always a flattering portrayal of both Jobs and Gates. ''It could have been more accurate," he said.

## Apple's Jobs Upstages Himself At MacWorld Show

Apple Computer interim chief Steve Jobs, known as a master showman, managed to upstage himself Wednesday at Apple's big MacWorld trade show.

The keynote address to the giant trade show in New York began with a slightly younger looking, clean-shaven Jobs, wearing his standard blue jeans and black turtleneck shirt.

As Jobs stood on the stage -- hands clasped, over-emphasizing the "insanely great" products Apple would introduce -- it dawned on the audience that they were looking at actor Noah Wyle, who played Jobs in the TNT cable television movie "Pirates of Silicon Valley" and is a member of the cast of the hit TV show "ER".

"He did a wonderful job of portraying all my quirks and idiosyncrasies," Jobs said in an interview later, adding that he called Wyle himself to ask him to come to MacWorld.

Jobs, who has been interim chief executive of Apple for nearly two years, said he watched the movie, which presents a not-always-flattering portrayal of both Jobs and Gates.

"It could have been more accurate," Jobs said.

## Ex-Netscape, Microsoft Execs Make Deal

Microsoft and Netscape may be two of the Internet's fiercest rivals, but you wouldn't know it by the way some former top executives are joining forces.

James Barksdale, chief executive of Netscape before it was bought by America Online Inc. in March, and Brad Silverberg, who formerly led Microsoft Corp.'s Internet strategy, are financing a new startup in Silicon Valley, Tellme Networks Inc.

Barksdale and Silverberg, along with most of Tellme's roughly 20 employees - many formerly from Microsoft and Netscape - are contributing a total of \$6 million as "seed money." Despite being called Tellme, the company is vague about what it wants to sell, beyond saying it plans a service that will change the way consumers use the traditional home telephone.

"It's a 120-year old device. It's not very sophisticated in the ways you find information and people," Barksdale said in a telephone interview.

Executives say they are vague because don't want to set expectations high for a product that isn't expected to come out for another year. But they say the experience of working on opposite sides of the Internet software wars may come in handy when making fresh inroads into a new high-tech realm.

Tellme is expected to announce the investment on Monday.

Tellme was founded by Mike McCue, former vice president of technology at Netscape, and Angus Davis, former product manager of Netscape's Communicator Internet software.

In April, Hadi Partovi, lead program manager for Microsoft's Internet Explorer browser, made headlines when he joined the company co-founded by his former arch-enemies at Netscape.

All three are under 30, and Angus is 21 years old.

It is the Barksdale Group's third investment since Barksdale left Netscape and started the outfit to invest in Silicon Valley startups.

#### Microsoft Plans Mac Browser, E-mail

Microsoft Corp. will bring out new versions of its Internet Explorer browser and Outlook Express e-mail software for Apple's Macintosh computers this fall, with features aimed at the growing number of home buyers of Apple's iMac machines.

Both products will have features not currently available in the software versions for personal computers running Microsoft's Windows operating system, said Ben Waldman, general manager of the Macintosh business unit at Microsoft.

Microsoft made the announcements in conjunction with Apple's semiannual MacWorld show in New York City today. Two years ago, Microsoft invested \$150 million in Apple and the two longtime enemies announced an alliance to share software innovations.

Both new products will be available as free downloads from Microsoft. Waldman declined to give a specific release date, other than in the fall.

The new Internet Explorer 5.0 Macintosh Edition will include a new rendering engine, Tasman, to speed the loading of graphics. It also will have Auction Manager, to allow users to track multiple Internet auction sites simultaneously and automatically. Although there are existing programs to monitor online auctions, no program currently works across all the auction sites, Waldman said.

Apple has long argued for simplicity and ease of use in its Macintosh computers, especially in its iMac line. The new computers, a hit with consumers, come in bright colors and are designed to be as unintimidating as possible.

Microsoft, often criticized for bloating software programs with complicated features and arcane instructions, has taken note of Apple's success, Waldman said.

"We thought there was a lot more to do to make programs easier to use and give people more functionality," he said.

Outlook Express 5.0 will include "Smart Attachments," a feature aimed at taking the headache out of e-mailing files in different software formats.

The variety of text and graphics formats used by different programs can be bewildering for e-mail users, especially if documents are attached as

separate files to e-mail messages. Often, the recipient lacks the proper software package to view the document, or can't even determine the right software to use.

Smart Attachments automates the process, with no need for users to learn complicated terminology or procedures just to read their mail, Waldman said.

Outlook Express 5.0 also will have a junk mail filter to deal with unwanted commercial e-mail, and new technology to simplify setting up e-mail accounts. Microsoft also promises a "plain-English error log," to explain in nontechnical terms what happened when things go wrong.

Microsoft also announced a new edition of its Word 98 software for iMac customers, again aimed at the home market. The \$99 package - after a \$30 rebate - includes 5,000 clipart images, special software to create greeting cards, and sample greeting card paper.

#### U.S. Internet Naming Group Drops Proposed \$1 Fee

The U.S. government's handpicked successor to oversee the Internet's name and address system announced Monday that it would drop a proposed \$1 per Internet site name fee after fierce criticism erupted from Congress and public advocacy groups.

The non-profit Internet Corp. for Assigned Names and Numbers (ICANN), which was selected last year to administer the global network's critical naming system, made the move ahead of a congressional hearing on July 22 at which lawmakers were expected to be sharply critical of the proposed fee.

In a letter from the corporation's temporary chairman, Esther Dyson, to the U.S.

Commerce Department, the group also pledged to stop holding its board meetings in secret and to move quickly to establish an elected board of directors.

Last month, House Commerce Committee chairman Tom Bliley sent the corporation and the Commerce Department a letter blasting the fee and demanding information about ICANN's decision-making procedures.

The Commerce Department quickly agreed with some of Bliley's critique and asked ICANN to set aside the \$1 fee.

In her letter, Dyson argued that the \$1 per name fee, which could raise up to \$6 million a year or more, was appropriate and necessary. But ICANN agreed to set aside the proposal because of the current controversy, she said.

"If ICANN is to continue, it is simply not possible to abandon the cost-recovery mechanism that has been produced by the consensus-development process and replace it with nothing," Dyson said in her letter. "We have decided to defer the collection of the registrar fee, and to create a taskforce ... to review the options for fair and workable cost-recovery mechanisms." Bliley and others had charged that the \$1 per name fee was a form of taxation that ICANN lacked authority to levy.

Until last year, the Internet's naming system, which assigns unique addresses to every site on the Internet and helps route traffic to intended recipients, was overseen by a government contractor and Network Solutions Inc.

As part of a move to privatize management of the increasingly commercial Internet, the Clinton administration adopted a plan last year to phase out government oversight and transfer control to a non-profit group backed by industry.

The administration selected ICANN, with an appointed board of directors, to oversee the system and ordered the group to move quickly to establish a board elected by Internet users and companies.

The corporation was also told to generate its own funding mechanism and to begin instituting competition for the registration of Internet names in the popular .com, .org and .net domains.

### Jousting Over Internet Addresses

The Clinton administration threatened anew Thursday to end its lucrative contract with the company that assigns and manages most of the world's Internet addresses.

A lawyer for the Commerce Department warned that the government will end its exclusive deal with Network Solutions Inc. unless the company reaches agreement with the new non-profit organization taking over management of many of the Internet's technical functions.

"If we hit a stone wall, we've got to do it another way," Andy Pincus, Commerce Department general counsel, said during a congressional hearing.

But Pincus, sensitive to the uncertain impact the move could have on the stability of the Internet, cautioned that negotiations were continuing. "I don't think we're up against the wall."

In what's become a tumultuous power struggle affecting the increasingly critical Internet, the government is in the midst of turning over management to the California-based Internet Corporation for Assigned Names and Numbers, or ICANN, which the government helped organize.

Since 1992, Virginia-based contractor Network Solutions has coordinated the Internet's most important functions and registered more than 5 million addresses with the ".com", ".net" and ".org" suffixes.

Under current plans, Network Solutions ultimately will compete with others assigning the world's Internet addresses - which each cost \$35 annually to license - but it alone will continue to maintain the world's master list of those addresses, called its registry, which lists more than 5 million addresses with these top three suffixes.

The company's chief executive officer, Jim Rutt, also testifying before a House Commerce subcommittee, bristled at the suggestion that the government could replace his company as the one controlling the Internet's all-important registry, which he said belongs to Network Solutions.

"We don't believe they have the legal right to do so," Rutt said. But he

added later that the groups were ``all working in good faith to get there. I really do think we'll get there, and it will be soon."

Pincus originally warned in a letter earlier this month that Network Solutions could lose its responsibilities over the registry, but he acknowledged such a move ``would be extremely destabilizing for the Internet and therefore quite harmful to its development."

Shares of Network Solutions dropped Thursday by \$5.38, down nearly 7 percent, although it also announced record net revenue of \$47.5 million for the second quarter, ending June 30. It was the company's 11th consecutive quarter of rising profits.

Republicans organized Thursday's hearing to question ICANN about some of its policies. ICANN has held closed-door meetings and previously announced plans to charge companies and consumers \$1 for each Internet address they register.

ICANN's interim chairwoman, Esther Dyson, sought to assuage lawmakers by promising to defer the controversial fund-raising plan. She also promised that to open ICANN's August meeting to the public, but not necessarily future meetings.

Republicans also disclosed a March 31 e-mail from ICANN's lawyer, Joe Sims, in which Sims had urged a Justice Department lawyer, Chris Kelly, ``to increase the level of pressure" on Commerce officials negotiating to force Network Solutions to work closely with ICANN.

``Chris said that was already under consideration," Sims wrote.

The Justice Department is investigating Network Solutions for possible antitrust violations.

#### Group Steps Up Anti-spam Campaign

A coalition of anti-spam activist groups on Thursday will deliver a database containing 150,000 unsolicited e-mail messages to Congress and the Federal Trade Commission, an official of one of the groups said Tuesday.

The move is aimed at helping the FTC track down online con artists by gleaning information about the spammers from the messages, according to Ray Everett-Church, legal counsel for the Coalition Against Unsolicited Commercial E-mail (CAUCE). The activists also hope to spur Congress to pass new anti-spam legislation.

The groups said in a statement on their spam-gathering project that they are backing a measure proposed by Rep. Gary Miller, a California Republican, that would allow Internet service providers to hold spammers liable for up to \$25,000 a day in damages for unsolicited commercial e-mail sent through their systems. The spam mail was collected from Internet users over the last two months on the Spam Recycling Center Web site sponsored by CAUCE along with ChooseYourMail.com, the Forum for Responsible and Ethical E-mail, and SAFEeps.

"The overwhelming response to the Recycling Center and the questionable nature of the spam we've received tells me that the spam problem is



growing," said Ian Oxman, president of ChooseYourMail.com, an "opt-in" e-mail marketing firm, in a statement.

CAUCE members were eager to participate in the project, in the hopes that it will give the FTC and Congress new tools to fight spammers, Everett-Church said in an interview.

"We saw a real outpouring of participation from CAUCE members," he said. The messages consisted mainly of pitches for get-rich-quick schemes, pornographic Web sites and companies looking for people to help them send even more spam, Oxman said.

"Not only is spam damaging the Internet infrastructure, but it's clearly a favorite advertising vehicle for sleazy and abusive businesspeople," CAUCE vice-president John Mozena said in a statement. "It's the new favorite tool of those who abuse and defraud consumers."

Miller, the California Congressman, is scheduled to provide more details on his proposed legislation during a press conference Thursday.

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